

May 1993

Number 9

\$1

# Speed Racer is coming from Accolade!



## In This Issue:

*Mail Order Companies, Which are bogus?*

*Street Fighter II Game Genie codes*

*Fanzine Reviews*

*Opinion articles about the latest in video games!*

Paradox, Issue #9

May, 1993 \$1

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Paradox is published monthly by one of the Head Staff members on a Desktop Publishing Program of choice. This month's program is Graphic Writer III by Seven Hills Software for the Apple IIGS computer, using the Pointless True Type Font program by Westcode Software. It's then all printed out using an Imagewriter II.

Single copy price: \$1. \$6 for 6 issues and \$11 for 12 issues. We submit any unused contributions to Magazine, c/o Chris Larson, 1209 Frisina Ct., Pawnee, IL 62558. All logos, company names, game titles and characters are trademarks of their respective owners.

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Contributions of any material is welcomed for print, and we will try to print as many letters as possible in the Fan Forum section and please answer our Fan Forum: The equal question, or take a crack at the question of the issue, and since we have no Reader's Form this issue to save on postage, please write us a letter! Si, siyo estoy preparato.

# While on vacation, we took many a picture of the EDITORS' WELCOME!!!

As you can see, this issue's a bit different than normal. This is done once again on my favorite program, so basically that means no more waiting for an issue for months and months. It also allows me to relax from the hectic schedule of "type it all up at school". I'm really looking forward to the SCES in Chicago, and I hope to see many a faned there, and probably many a reader too. So, enjoy the May issue of Paradox and continue supporting electronic gaming fan magazines like Paradox!

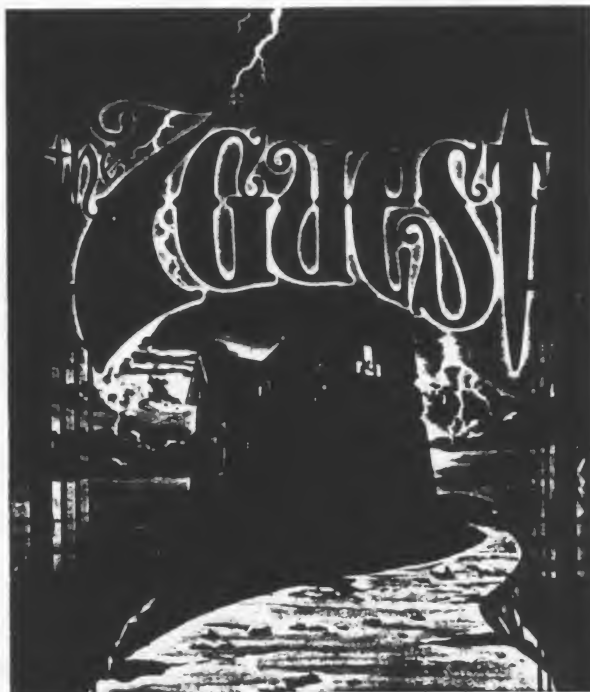
-Chris

I've been stomped, defamed, destroyed, and I really couldn't care less. With the Summer CES on the horizon, nothing can bring me down. Phanzine Star is dead, but Noah's assurance of his return is enough to keep me happy. This issue should be quite respectable in that we all had a break from writing, which gave me time to gather my thoughts. I really had trouble writing when rushed, so the time off helped immensely. There really isn't a lot going on in gaming right now, except of course the announcement of SFII for the Genesis. This game once again is on everyone's lips, and once it's released, the comparisons with the SNES version will begin. It will be interesting to see which one die-hard SFII fans prefer. Well, as always, I hope you enjoy the issue. Until the next issue of Paradox, I hope to run into you in the halls of McCormick Place in June...

-Jason

Okay, I'll make this short. Last issue, the guys were nice enough to say that I liked EG, and it was my pick for best mag of the year. You may think this is stupid, but I want to correct them. My favorite magazine is VG & CE. Why did I need to write an article correcting them, you ask? Because I do not like EG at all, I reply. Their review system stinks (no game gets below a 70%), they have articles that no-one could care less about, and the vid-games they review were revied in another magazine a few months before. I know I'm going to take a lot of heat about this, but I wanted to say that because I don't want ANYONE to think I like EG. These are my opinions, and of course not Chris', or Jason's, or Justin's, and of course not anyone in fandom's opinions, so it is mine and The End. Thanks for listening. Later.

-Tim



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Dear Paradox,

My law firm represents GamePro Magazine. Via page 27 of the January 1993 issue of Turbo Force Magazine, we discovered obvious similarities between the GamePro March 1992 cover and the Paradox August 1992 cover.

Among other items, Paradox apparently copied the following items:

1. the type face for the title;
2. the "tom" upper left hand corner;
3. the "#1 Video Game Magazine" phrase;
4. the "Nintendo-Genesis-Super NES-TurboGrafx-16-Game Boy-Game Gear-Lynx" line at the top of the cover;
5. the placement of these items on the cover;
6. the positioning of the characters.

We appreciate that imitation is perhaps the sincerest form of flattery, and we also suspect that Paradox, since it is a "fanzine", is probably a small operation. We must, however, ask that you avoid using elements from GamePro Magazine in the future. If you do not, then in order to protect GamePro's intellectual property rights, we will be forced to take appropriate action.

Dear Paradox Magazine,

We would like the back issue of your magazine that contains information about Street Fighter II. My brother and I are very big fans of SFII and when we saw that you had a preview of Street Fighter III, we just had to write you. We would like to know two codes for Street Fighter II with the Game Genie. A Boss Code that does not glitch and the speed up code.

From 2 Game Addicts,

Jonathon F Murphy and Frank L. Murphy

(Ed. --Chris-- These two letters basically sum up what response we got from TurboForce. To clear things up for GamePro, it was just a parody of your cover with SFII, and we won't do it again. For Jonathon and Frank though, it's a bit different. We did not have ANY information about Street Fighter III in that issue. It was just a parody cover of the old GamePro cover. It fooled quite a lot of people though, because 75% of the letters we received off of TurboForce asked about Street Fighter III and wanted that back issue. DIE HARD GAME FAN, though, stated that SFIII will have 16 total characters, the only ones from SFII returning will be Sagat and Ryu. The new Big Boss will be a "thing" called Shadow Lu. I say thing because he supposedly looks like a half-man, half-bull. (Then again, DHGF's info sounds like half-bull too) 5 special moves per character and 1 universal move that everyone can do will be a feature, as will built in Turbo speed and the ability to play the bosses. Amazing! As for the codes, look elsewhere in this issue, but really, there is NO BOSS CODE for SFII that does not glitch in one way or another.)

Dear Paradox,

Please send me your fanzine, enclosed you will find one dollar and an SASE. Can you please tell me how to get the password entry screen in Military Madness for the TG-16? I just don't know how to. I've been trying for two months since I got the game. If you have any



other tips please send them.

Sincerely,

Richard Arroyo

(ed. --Chris-- Thanks for writing. However, I looked for Military Madness tips, but I just could not find any. Maybe a reader will look for this one and send it in to us. Sorry...)

Paradox,

First I'd like to start off by apologizing to Paradox for putting them down in my last letter - a big mistake. A second look caused me to have second thoughts; what a terrific 'zine you all have.

Now, down to business, it's Turbo Duo support time; and it's about time (3rd party support that is). This system hasn't had it, but now it will reach new heights. With many great games on the horizon (some old and some new), the Turbo has become an even more economical choice for die hard gamers like myself.

You take a technically superior game system (VG&CE April '93) and combine it with some awesome games, and you get a system that's attractive to almost everyone. So, what am I trying to say? Well, I'm trying to start a Turbo support 'zine on my own, and need reader information to make a firm foundation for my 'zine (Pros and Cons). So give me all you got (including codes, hardware & software info, etc.) and mail it to: *Fred Ballard Jr., P.O. Box 2706, Waxahachie, TX 75165, Attn: Turbo Support!* (ed. --Chris-- Well, well. Maybe you can help Richard out with his Military Madness problem. However, you are one of the many people who asked for fanzine advice, which I tackle in Mode 7 this month. But, since you're starting a Turbo support 'zine, I'd suggest contacting Terry Tang at TTI, as well as the Turbo licensees like Working Designs. They should give you a bit of help. Plus, anyone interested in helping you out can write to your address.) Chris:

I know I've been a bit late with this, but I never got Paradox #5 (I got #4, then the undated X-Mas issue - presumably Dec. '92 #6). I'll pay if need be...

Also, in case I forgot to ask in my last letter, do you still send out Famitsu for \$7? If so, I may (may) start sending you regular checks (sort of a sub-subscription).

Russ Perry Jr.

(ed. --Chris-- #5 should be on the way. Yes, I do, and maybe, a sub-subscription? Maybe one issue a month or something... I'm not THAT close to Japan.)

## Fan Forum: THE SEQUEL

From Jeff Bogumil:

Consider the following:

- 1.) Nearly all the new video game systems are CD based. The Sega CD, the 3DO, the up and coming SNES MD, the rumored Neo Geo CD player, everything points toward the CD revolution.
- 2.) Production costs. CD's are much less costly to produce than cartridges.
- 3.) Memory capabilities. Clearly CDs win this category.

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(Fan Forum: The Sequel continued)

I figure CDs and carts will co-exist for quite some time (Nintendo and Sega aren't going to drop their cart based machines immediately). Also, the CD revolution may be pushed back a year or so if Sega doesn't cram some CDs down our throats. Still, once the all-powerful Nintendo jumps into the scene, I don't see how one of the most natural technological steps WON'T take place.

**Robert Delaware:**

I believe that CD will eventually dominate over cartridge. While many gamers will rejoice at this, I don't think it's the best thing that could happen. Have we scathed the surface of what cartridges can do? No, we haven't. CD will take over the market. It's fast access time will be the last of it. Cartridge will be more dead than the Sega Master System. With the CD format on the verge, will it cause total death to cartridges? Most certainly.

**Eric Longdin:**

I think that CD and cartridge will reach a harmony because, as proven with the older systems and games such as Tetris and Faceball, games don't have to be 'High Tech' to be fun and good. As long as companies keep making fun, simple games that don't need CD memory, people will still purchase an equal amount of carts with their CDs.

**Chris Dyer:**

Eventually CD's will take over as the main format. Basically because CD's hold the most amount of memory. So there will be better graphics, sound, and gameplay than any cart will ever have. But this may never happen if CD systems don't make it to many homes. But this minute CD's hold the most memory for making games, and preferably are the best for putting games on. But you hardly see commercials for CD systems except for Sega CD. So there you have it...my answer.

We got quite a few answers, but the ones we printed are a mixture of all the responses. Most readers thought they would live in a harmony. This issue's question for the July issue: What would you expect from the \$700 3DO if you bought it?

## Mode Seven: The Underworld

By Chris Johnston

So you say you want to write & publish your own fanzine? Well, it is as easy as it looks. Pick a format, a machine to do it on, and start writing! It does not matter whether or not you've got a \$4000 computer system or a \$40 typewriter, you can do any kind of layout as long as you've got the imagination. Typed 'zines are usually done by people who can draw up titles, and the page art is pre-planned on the page. On the \$4000 end, there's literally nothing you can't do. But, choose your format wisely. Use what you've got near you. If you've got a computer, you kind probably find a worthwhile publishing program for it. Look at us, we use a crappy Apple IIGS!

Once you have decided upon a program or appliance you want to use, determine what you want to fill it with. News about the SNES, TG-16, Genesis, or portables, it's all up to you to decide. Once you've got that down, then start writing! You may want to contact fanzine editors and tell them about your upcoming 'zine so they could provide you with a free plug in their 'zine or with a written contribution to your efforts. Pricing your fanzine is equally important. How much will you charge? Figure a good price between \$1 and \$3 depending on the size. Remember, losing money is part of the game. Your fanzine needs to be affordable for anyone to buy, and it needs to match the price in quality. And, after you have your first issue done, then you need to figure out where to get it copied. Printing stores usually overprice copies, so shop around and try to find the best price to copy your fanzine double-sided. Usually if an office supply outlet has a copy center, you can get really good deals. Our first 3 issues were done at OfficeMax. They're also High Speed and cheap if you run off 100 copies. Asking about quantity discounts could even save you a few bucks.

Next step is to mail out your fanzine to other fanzine editors and people who have responded to your pleas for help (your classified in another 'zine, the plug, etc.). Postage usually kills us all. Fifty-two cents is the average cost per issue to mail

out your fanzine by folding it over. Putting it in an envelope jacks up the price by about 30-40 cents if you're willing to pay. If you're sending it to 30 people, maybe manila envelopes are something you should look into. You don't want your 'zine to be ruined in the mail either, so stapling twice on the far ends if you're folding it over might also be a good idea. Heck, it'll arrive as kitty litter if you don't insure against postal mishaps (which do happen often).

It doesn't matter how many people you send a first issue to. As long as it gets in Arnie Katz's hands, Bienek's hands (VG & CE), and a few faneds, I'd say you're O.K. Paradox started with 30 readers, and my first fanzine started with 5!



So...You want to publish a fanzine...

Try to get video stores around you to carry your fanzine, or even put it out for people to take. Doing so might get you a few subscribers, and you'll get yourself known around town as a faned. Pass it around at school too. Word of mouth also goes far.

Most importantly, have fun with your fanzine. If it stops becoming a hobby for you, then by all means stop. Your fanzine's just an extension of yourself and your personality. Besides, we're not professionals, right?

### Quotable Quotes

"I am not an animal, I am a mineral." - Tim Lewis

"Si, si. Yo estoy Preparato." - Jay Carlson

"Read Jurassic Park you fool." - Chris

"What do you want now?" - Justin  
"Oh! Hi!" - Tim Johnson

"Are those naughty dogs back again?" - ???

"I have no money." - Jason  
"I can't wait for the CES!" - Everyone

"I am hooked on Speed Racer." - Jason, Justin & Chris

"Chris, Chris. Stop...You're not making any sense." - Justin

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# Land of Enos by Captain Enos

Dear You,

Welcome back to the Land of Enos with I, Captain Enos as your host (enough with the gameshow sound). This edition of LOE is going to be shorter than usual. Do not be worried however, because LOE will still deliver the news you want to hear at 1000 RPM (Move over MTV). Let us get right down to business, and remember to enjoy yourself while you're here.

Nintendo has hidden themselves since the WCES, and as a result, I was unable to search for new rumors. Sorry guys. A controversial question for many gamers is whether Mortal Kombat for our SNES will have the original gory action. As much as the Captain wishes the game to be bloody (I really do!), I realize that this is Nintendo. In the arcades, SFI had less gruesome than Mortal Kombat, but Nintendo demanded SFI's violence be removed for the home audience. When compared to Mortal Kombat, SFI looks like a fighting game Mr. Rogers would approve. If Nintendo can't allow SFI's violence, then they sure as hell won't allow it in Mortal Kombat either. Nintendo, give your third party companies some freedom!

On March 10, 1993, Capcom and Sega finally confirmed a partnership. Capcom, being an official licensee now, is really the icing on the cake for Sega players. I've seen the SFI CE for the Genesis in actual execution. The animation is great, the voices are there (more than SNES), the original bonus levels (i.e. barrel drums) are there, and the tunes are the same. The game is scheduled for a June '93 (funny, that's SCES time) release, and I'd say 60% of the game is complete. I noticed the music isn't top notch, but I'm not sure if Capcom just threw in some music for the EPROM demo. I thought this game is on CD, not cartridge. Remember (last issue's LOE) I said there was a cartridge version and a CD version of SFI CE for Genesis. Let's just hope we get the CD version, or at least BOTH versions.

You've probably seen Slpheed VR for the Sega CD by now. Didn't I tell you it was an "awesome game nonetheless". I'd have to say Slpheed easily blows away the coarse polygons of Nintendo's StarFox. If you don't own a Sega CD, I can't put greater emphasis on saying that you must own Slpheed VR.

American Sammy, the company that made Viewpoint for the Neo Geo may be expanding their boundaries. While Sammy only made a limited quantity of Viewpoint for the Neo Geo (no more are produced now), discussions are being made with Sammy and other companies to license Viewpoint on other systems. I'm not sure exactly which systems, but I know that they're going to be the more popular ones (duh!). This is a great shooter, and let's hope we see it on other formats soon.

I thought 7th Guest was huge because it was on two CD's. Boy was I wrong. It is rumored that Virgin Games is now working on a new 5 (count 'em five) CD game! As to what the game is, when it will be available and if it even exists is total speculation. Triobyte's sequel to 7th Guest is being worked on now, and since they had the experience making 7th Guest, the sequel is moving along at a quicker pace. I've heard it's 40% complete. I'll update you on this one soon. Enjoy the first 7th Guest in the meantime.

SNK is on the warpath with their Neo Geo system. SNK has a lot of

surprises in store for you this summer. You wanted original games on the Neo Geo, SNK is going to reward you. SNK is working on a new Mega Man style game supposedly titled Renovation (interesting!). On the sports side, SNK is rumored to be working on a new Boxing game (Legend of Success Joe bombed in the U.S.), and they are looking for a boxer to endorse. Wow! SNK licensing an athlete, that's a first. World Heroes II has a whole slew of characters from a Mud Wrestler to a Judo Queen. Fatal Fury II has hidden tricks buried inside just like Art of Fighting did with the secret move. I can't say exactly what tricks are to be discovered, but some of these tricks are AWESOME! SNK is making a game that I can't wait for. Sorry, I can't go into specifics, but that's how it is when rumors are too hot to mention yet. Finally look for a surprise from SNK in the May issue of GamePro.

I've got to go research for the next section of LOE, so I'd better let you go. You'll be hearing from me in a couple of weeks, and I'll have a lot more to say. Send anything to me (address in Classifieds). I'd better go now, Meet me Beyond...

STAGE CLEARED, Captain Enos

This month's news may not be as worthy as last month's, but it is quite good...

## BOOK REVEALS TRUE NINTENDO

Game Over, by David Sheff talks about how Nintendo rose to power in Japan and in the U.S. through interviews with Nintendo Company Ltd. in Japan and our Nintendo of America. The book goes into Nintendo's history 100 years ago up to now, their competition with Sega and NEC, as well as the birth of the Famicom and Super Famicom, the Double Dragon scuffle, and TETRIS!! A must read for all gamers.

## SPEED RACER IS BACK!!!

Everyone's favorite hero, Speed Racer, is back on TV. MTV that is. The Japanese cartoon from 1966 is making quite a comeback on MTV after Alternative Nation (weeknights, 1:00-1:30 Eastern). Speed and the Mach 5 race against some of the world's evil-est villains on this fast paced show. If you like Anime, or just like Speed Racer, it's worth checking out! Speed Racer tapes are also available at most Blockbuster Video stores for rent at \$1 for 3 days.

## JURASSIC PARK ROARS AGAIN!

Jurassic Park, the now classic book from esteemed author Michael Crichton will soon become a movie. The movie version of the

## NEWS BITS

bestselling book will be released on June 11th. Already the merchandising for this movie has begun, and by the time it's over and done with, there will be many more Jurassic products, like a Sega CD and Genesis game, a SNES, NES, and GameBoy game, board games, gummi dinos, Boxers, and action figures. Let's just see the movie! For more on JP, consult the June issues of Starlog or Film Threat!

## WIRED MAGAZINE GOES 3DO!

Wired, which we told you about last month, has a positively informative article about Trip Hawkins and his 3DO company. It includes blurbs from Sega CEO Tom Kalinske, and Nintendo All-Around-Good-Boy Peter Main, and it talks Pros & Cons about the upcoming system. Please, do yourself a favor and pick up this mag or E-Mail at: LR@WIRED.COM, or write to: 544 Second Street, San Francisco, CA 94107-1427. Or, call (415) 904-0660. Have Fun!

## THE ABYSS WAS NEVER SO DEEP!

The ultimate water-type movie, The Abyss, is now available on a Director's Cut Laserdisc. New footage (almost an hour!) that'll knock you to the floor, plus an entirely new subplot and story will get you craving more. See this one in an aquarium!

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# Super Mario Kart GP--What the hell?

by Jason Whitman

Before I state my gripe, let me state that I extremely like Super Mario Kart and recently bought it. I find the game to be very enjoyable, but there is one thing that really pisses me off--the way the computer characters cheat in the GP mode.

As a fairly experienced gamer, I realize that computer opponents in games like this often "cheat" to make up for the advanced intelligence of the player. I accept this fact, but the "cheating" by the Super Mario Kart computer opponents is absolutely ridiculous. This cheating factor is not immediately apparent because of the way the player can dominate the 50cc class. In the 100cc and 150cc classes, however, the things the computer racers do are downright impossible. For example, in an extremely tight turn where I would be forced to decelerate in order to stay on the track, the computer takes it at full speed and blows right past me. If one of these miracle-working characters does happen to go off the track, he/she/it will continue at full speed, while I on the other hand would slow down. Uh-oh, there's a big green pipe in my way. I guess I'll have to go around it. Not so for Mr. Computer-controlled Magician, who somehow goes right through

it. A banana peel, turtle shell, fire ball, or mushroom that hinders me does the same for my computer adversary, right. WRONG! Instead of spinning out, the super-duper computer uses it as a springboard and is propelled forward! Lastly, Mario and Luigi somehow spontaneously become invincible whenever you get anywhere near them, an ability I must question. (Although it's one I wouldn't mind having...)

Once again, I love Super Mario Kart, but the 150cc class Special Cup frustrated me for a week before I finally beat those cheating computer-controlled characters. I understand that such cheating is an everyday occurrence in video games, but when a spontaneously invincible Mario bashed into me and made me spin out, drove through a pipe, bounded over a banana peel, took the tightest turn you've ever seen at full speed, raced through that chocolate-mud stuff like it wasn't there, and mysteriously drove through a wall, I became a bit annoyed. I relaxed eventually, though. After I put my controller through the screen, threw my Super NES out the window, and drew all over my pictures of Mario that is.

## CD-ROM, Are We Ready Yet?

By Nathan Hauke

How much evolution have we seen on 16-bit? I say not much. The biggest accomplishment 16-bit has done is give us digitized graphics. Happy, Happy, Joy, Joy. In my opinion we should give regular carts the chance they deserve. Look at it this way. If Nintendo had brought out their CD-ROM last January, we probably would not have seen the Super FX chip and CD ROM like games like Starfox would not be possible. This editorial will not stop production on all those CD ROMs, but just think of all the advances we're going to pass up. Who knows what they will think of next.

I understand the other side of the argument, and how much more technically advanced the new CD ROMs will be, but if we wait and let 16-bit evolve we can go from there, and bring out an even better CD ROM. There is a good example of

a system wasting potential. So far the Sega CD is nothing spectacular.

What is 16-bit anyhow? It is a beefed up 8-bit system. The graphics and sound are more advanced. Video game producers took what they learned from 8-bit and put it into a more advanced system. What have we learned from 16-bit yet? Again, not much.

And people talk about 32 and 64-bit? Give me a break. Producers wouldn't know what to do with all that memory.

Remember, this is just my view on things. There are many different opinions to this issue. Why don't you write in to my address and tell me what you think? You can contact me at: The Video Game Revolution, Nathan Hauke, 2915 Allerton Ave., St. Francis, WI 53235.

## ADVERTISE IN PARADOX!!!

Promote product in the pages of Paradox! A great way to get your game noticed by die hard gamers!

## REVIEWS

By the Staff & Contributors

### FOOD FIGHT

Atari - 7800  
By Chris Johnston  
OVERALL: 84%

Probably my favorite game for my newly acquired 7800 collection is Food Fight. The object is to eat the ice cream cone that appears on the screen. Sounds easy? Well it's not! You have to



avoid crazy chefs by flinging a large amount of culinary delights at them. Hence the name Food Fight. This game, as I speak, is lying still in the 7800 cartridge slot, but not for long. The challenge of this game is very good. The graphics are NES-like, and the sound is pretty good. For Atari's 7800 system, this game rocks! So pick it up!

### KING OF THE MONSTERS

Takara - SNES  
By Captain Enos

Takara has reproduced King of the Monsters substandardly for the SNES. In general, you're playing King of the Monsters, but when you look closer, you'll notice many graphic, sound, and game play changes. They managed to capture the look of the game, as well as the original Neo Geo soundtrack (which surprised me), but the feel of the game just isn't there. All the original intensity of the Geo version is drowned out on the SNES. The game play is difficult to adjust to when all six buttons are used, and the characters move and animate awkward as a result. I believe Takara could've made a better duplication of this game because as a Super NES title, Monsters ranks average at best. This was an attempt on the SNES, but more could've been done to improve this 16-bit translation. Since this is Takara's first Geo translation, I won't hold anything against them. By looking at their new awesome Geo conversions (i.e. Fatal Fury), I think Monsters was just the guinea pig.

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## **FORGOTTEN WORLDS**

**TII - DUO**

By Jason Whitman

**OVERALL: 50%**

Having never played Forgotten Worlds on any format, I wasn't sure what to expect. Well, after playing this game on the Duo, I must say I am far from impressed. Super CD? More like mediocre CD, as Forgotten Worlds has very little that even makes it look or play like a true CD game. Average graphics and sound, illogical control, and immense flicker and slowdown make this game average at best.

Forgotten Worlds' graphics are uninspired, and I'm being kind. The average background is just black--only on CD! The bosses are done well and the intermissions are good, although both worthless and pointless. The translated Japanese during these displays makes no sense and goes way to fast, yet another flaw. Flicker in Forgotten Worlds is for some reason really bad, and it detracts from the game a lot. The music is slow and boring, so take a nap. The only decent tune I heard was in the shop, and it only lasts for a few seconds. (unless you want to just sit in the shop for hours...) The sound effects aren't all that bad, but I really expected a lot more in the audio department. The power of CD--mediocrity! This game is pretty bad. If it would have been on TurboChip, I wouldn't have minded, but that big old Super CD logo made me expect a heck of a lot more. With dull graphics, boring, uninspired music, and a terrible controller setup, Forgotten Worlds is average at best. If you want a real shooter, check out Gate of Thunder.

## **MAGICAL QUEST**

**Capcom - SNES**

By Jason Whitman

**OVERALL: 80%**

When I sat down to review this game, I faced quite a dilemma. Magical Quest scores high marks in all categories, but it is really boring. The graphics are truly amazing, quite possibly the best ever on the SNES. The music is well done, and Mickey's power-ups are inventive and fun to goof around with, but the game has no substance. It's just another platform action game, with nothing new to offer someone who has played the average side-scroller way too many times already. Now I'm not saying the game is bad overall, but it's a rent it, beat it, return it type affair. Magical Quest's lush, detailed backgrounds will impress you, the music fits the mood of a Mickey Mouse adventure

perfectly, and the bosses are straight out of a cartoon, but there's just not enough actual game to win me over. Kids will probably love it, and I recommend it, but as a rental only.

## **TINY TOON ADVENTURES: BUSTER BUSTS LOOSE**

**Konami - SNES**

By Chris Johnston

**OVERALL: 90%**

Tiny Toon Adventures from Konami is one of those games that makes you think, "WOW, why aren't more games like this?" The graphics, to say the least, are top notch. They look as if you are controlling the actual cartoon. The next best feature is the sound. WOW! It blew me away that sound in a game could be this good. The sound is (in most cases) just reworked Tiny Toons themes, but the Bonus stage music is completely different. The control is awesome, and it's fairly easy to master all of the moves pretty quickly. You're going to have to learn the drop kick, jumping, and dashing before you can really advance.

The levels are also great. The first level, inside Acme Looniversity, is a great beginning challenge, and each level requires you to master a certain move or moves to be able to advance. In this first one, you'll need to first learn the drop kick, and then master the jump and dash combo to finish the level. Arnold, a muscle pumping pit bull (also straight from the cartoon), is a mini-boss for the level. The little challenges at the end of the levels are also difficult. The instructions tell you nothing, so you have to figure it out. The first encounter is with Dizzy in the kitchen. You have to feed him, which I much later found out was jumping under the food and making it land near him so he'd eat it. It's almost like the original Mario Bros. game, but with a slight twist.

The Frontier level is really cool. The graphics are great, and the Tiny Toons theme is re-worked to a country beat with guitars & violins. You'll most likely need to use your drop kick here. The mini-challenge is a 10 jumps in jump rope, and it's pretty cool to watch the Mode 7 effect of on-screen rope jumping. If you get caught in the nets that can nab you from outside the screen, just dash through them (or you could've jumped over them in the first place). The end half of the level is pretty frustrating, because you need to dash-jump-dash-jump multiple times, and at the end, you've got to time a jump to land on a falling(!) train.

The other levels are also equally impressive. The Ghost Mansion is really cool, with transparent ghosts all over the place. A dash attack here 'n there would be a good idea. In the Football level, you've got to jump over your many obstacles to score 1 touchdown and win the big game. With Space Opera, you've got to solve equally difficult puzzles, find keys & doors, and jump at the right times or face your doom.

The bonus games are really impressive, with Mode 7 rotation at the spin, and really cool challenges. It's almost like getting 10 games in one. A real value.

I'd say if you like 'toony games, then this one's right up your alley. Konami's the master at porting great licenses to equally great games. I rented this one, but I must say, it's VERY tempting.

## **ADVENTURES IN LYNX**

By Tim Johnson

I can't believe that someone is reading my column!! Wow, this is exciting!! I didn't think anyone cared about Lynx!! Us humble little Lynxers sitting around dreaming of playing ComLynx with 4 people (a dream which very rarely could come true), we really don't get an awful lot of support. Lynx support is failing everywhere, even stores. Babbage's, Toys "R" Us, and Electronics Boutique, if the stories are true, will be seriously limiting their Lynx coverage. This hurts everyone, sort of like if the low creature at the bottom of the food chain suddenly became extinct. When the stores drop Lynx, Atari loses money, gamers lose interest in Lynx because they can't find any more games, and then Atari goes bankrupt. However, Die Hard Lynx Fans, (no references to the magazine intended), there is good news. Not good news that will help the Lynx coverage problem (well, maybe), but here it is: WE'VE FOR A NEW LICENSEE!! Yes, folks, it's name is Beyond Games, and they will be producing great games for our unfortunate little system. Their first game will be an in-your-face racing game (I could have gotten an EPROM, but I didn't have the money) with stereo sound, and it'll be called Battle Wheels. The game, from what I heard, rocks, and it should be out soon. I hope that it is good and the company succeeds.

Now, onto stuff that you



actually care about... the new Dracula game has to be cool, but my local Babbage's doesn't have it yet. In case you haven't heard, you are Jonathon Harker and you wander around Dracula's mansion. The graphics are stunning, and it is a must-buy. Next on our new games lineup is George of the Jungle, by Shadowsoft. You are George, and you must rescue your girlfriend from the clutches of the evil poachers. This game resembles Jungle Hunt (More details in the

As Ye Old Summer CES gets closer and closer, I have flashbacks of last year's superb show. The excitement is building, with beads of sweat forming on my brow and that certain gleam returning to my eyes. What will we see? What will we do? Who will we bludgeon? Only time will tell, and since Big Chris (My master, my master, I worship thee!) requested I hold off on my predictions, I decided to go with a pseudo-pre-CES state of the union address, with some of my warped opinions thrown in recklessly (as always). So off we go...

Just when I was ready to question the future of the Sega Genesis, Capcom and Sega did what everyone figured they'd do - Darkwing Duck on the Genesis! No just kidding, it's something much less spectacular, just that one-on-one fighting game...what was it called? Ah yes, Street Fighter II: Champion Edition. Now I'm not going to sit (or stand for that matter) here and say how great it will be because the bosses are included or how crappy it'll be because of the Genesis' color palette, because it's all been said over and over again. All that really interests me is how sales of the Genesis will react, because the only real reason there has been any sort of system war this past year is because Nintendo's system had SFl and no one else's did. Now that both sides have the proverbial ace of the deck in their hands, it will be interesting to see the results. SFl sold a lot of systems for Nintendo, which undoubtedly warped overall system sales in the Big N's favor. Unfortunately, the release of SFl for the Genesis may warp sales the opposite way. Nevertheless, it is quite a release that may just save the Genesis from the mediocrity it was quickly slipping into.

On the CD front, the Sega CD has fallen off the face of the Earth while the Duo may finally be showing its true colors. The supposed "revolutionary" system of the future has no new games and way too many Make Your Own Music Video dust-gatherers. Games like Time Gal and Road Avenger are

July issue). Next, we have DinoLympics, which, from the reviews, seems to be a somewhat decent game that is like Lemmings but with more details and larger characters. I have no idea what it is like, so any details you have would have to be appreciated. Last but certainly not least, there's Power Factor. I have to get this game. Despite some discrepancies in the control area (which don't seem to be so bad), this game looks outrageously good.

## Gaming Set Ablaze!!!

By Jason Whitman

impressive, but people are wanting a bit more than the "watch the cool animation, use the controller every once in a while" format. The cartridge games on CD are worthless, and there's no shooter that can come close to TTT's Gate of Thunder, Lords of Thunder, or Syd Mead's Terraforming. Such shooters fill the growing library of Duo CDs, along with such long-awaited titles as Ranma 1/2, Gradus 2, and the continuing outstanding Cosmic Fantasy and Dragon Slayer RPG series. The Duo is plagued with an overabundance of shooters, but I'd rather have too many than say...Sol-Feace.

Moving on to SNES-infested waters, Nintendo is once again relying on third-party support to keep their system afloat. Star



Fox was cool, but the effect has since worn off. SFl is virtually dead, mostly because everyone's eyes are locked on the Genesis version. Excellent titles like The Lost Vikings are extremely refreshing, and Bubey, though recently dumped on by some, is a very good game. Nintendo will most likely ride this type of support right on through the Summer CES, because it seems as if they have very little to show. They may make some sort of splash in the area of CDs or a modem, (Chris' prediction) but right now they seem stalled. Luckily they have enough respectable licensees (of course including the consistently below average THQ) to keep the SNES up and going.

My feelings about one system in particular

More news, TeleGames has dropped development of Storm over Doria. I think this majority stinks, considering it looked like a really great game. It also would have been one of the first Lynx RPG's. Oh well, I think TeleGames has dropped out of business. They don't even put ads in VG & CE anymore. Oh well. So, I'll see you next issue, if we still have something to talk about. Later. (Boo hoo hooo... waaaaah.....)

has recently changed immensely. The NEO-GEO, a system I normally condemn for its high price tag, has recently caught my eye. I realize that just because I can't afford a NEO-GEO doesn't necessarily make it a bad system. Outstanding games like Viewpoint, Art of Fighting, and Fatal Fury 2 have recently led me to that conclusion. On the other hand, titles like Last Resort and Andro Dunos tell me NEO-GEO programmers need to realize that system owners won't be content with games that can be done on any other average home system. Definitely not the console for die-hard RPG fans, the NEO-GEO has a library of games that will excite any lover of thumb-numbing action. Still out of my range in terms of price, but a good system overall that has its supporters.

The closest thing to dead I've seen in quite a while is the portable gaming scene. It's so sad that I almost wish another portable system would appear. Atari hasn't had anything at all for quite a while, with only Pit Fighter and Joust to show as 1993 releases. Beyond Games, one of Atari's few third-party supporters, has finished the impressive-looking BattleWheels, but I can't find it anywhere! In fact, I'm having trouble finding ANY reasonably new Lynx games at all. It seems many video game specialty stores are dumping the Lynx because of slow sales. I don't think I've ever seen such an impressive piece of hardware so blatantly ignored by its own parent company. As for the Game Gear and Game Boy, they are lacking also. Sega continues to put out nicely done versions of Genesis games, but Game Gear third-party support is pretty crappy. The Game Boy has its decent games now and then, but Nintendo's portable is showing its age and technical sadness.

I admit the NES was basically ignored in my little retrospective, but little has come out for this shelved system. It has its high points in terms of software, but most of the games just aren't good enough for the modern gamer. I would say it's unfortunate,



but the NES' reign has been good and long. Even I agree with the masses that it may be time to retire this old workhorse.

Well, there you go kiddies. Fact, opinion, sarcasm, and humor all crammed into one vitamin-fortified little pizza puff of an article. That's the way things stand right now, and I'm sure the Summer CES (as always) will change them. My predictions for the show will appear when the planets are strategically aligned, so until then, play hard, get enough fiber in your diet, and eat your veggies, because well...it sounded good when I first thought of it...

## SCALING

By Ulrich Kempf

Seeing as the Sega CD is out and is the topic of conversation in most fanzines, I'd like to air my comments. My friend recently bought one, and he seems to love it. I, however, have some reservations. In games like Road Avenger and Cobra Command, it seems like you wait around for the computer to display an arrow to tell you where to go, which provides minimal input from the gamer. Also, games like Night Trap that sport full motion video seem to have some problems-the SAME 7 traps repeat over and over. Plus, the game can be solved in 1/2 an hour if you know what you're doing.

The question on my lips is: where are the games? Aside from some rehashes of pre-existing games (Chuck Rock, Hook, etc.), nothing really interesting seems to be appearing on the shelves.

After seeing Fatal Fury 2 (see review next issue), I'm tending to like the Neo Geo. If you think about it, this machine should be in everyone's home. We buy all of these new systems just to get closer to arcade quality graphics, while the Neo Geo already IS an arcade machine! Many people balk at the price, but most used games selling around my town go for \$70-\$100. When people question me about the Neo Geo, I always urge them to get one.

Since almost all freelance people for Paradox include shameless plugs for their respective fanzines, why should I be any different? (I'd hate to break a tradition). My all-inclusive fanzine Video Views goes for \$5 a year, which includes a free back issue. Please send your payment to 4782 Glenwood Circle, Emmaus, PA 18049. Thanks. I now return you to your regularly scheduled fanzine.

## I Have a Beef!

The article for your major beefs with anyone or anything

I'm writing to whoever will listen because I'm tired of being ripped off by these game trading companies advertised in EGM and all the other mags. Do these companies think that only kids play video games and they'll get away with stealing the games and money sent to them in good faith?

The specific companies I have a beef are:

1. Exchange-a-game
2. Game Dude
3. Spike's Recycled Games

Enclosed, please find copies of 2 additional letters. One is to the Better Business Bureau regarding my HUGE hassles with Exchange-a-Game. The other letter is to EGM asking why they allow these bogus companies to advertise in their mag.

EGM doesn't have the balls to print the letter because it might offend their advertisers, so I was hoping you would print it and save someone else the nightmare of being ripped off by one of these companies.

I'm sure there are lots of legitimate, honest game trading companies out there, I guess I just had the misfortune of running into 3 hopeless wanna-be's.

I do want to mention that I have had success with one company. Gamexpress in Hollywood, CA has always fulfilled my orders within a week. I don't have any "special interest" with Gamexpress, either, I just appreciate their excellent service and I'm tired of getting screwed by these other companies.

Thanks for listening,  
Michael Casey

### LETTER TO BETTER BUSINESS BUREAU:

On November 1, 1992, I placed an order with Exchange-A-Game, 201 Elden St., Ste. 190, Herndon, VA 22070.

I sent a Genesis game cartridge with an approximate value of \$55, plus a \$10 trading fee in exchange for another cartridge.

After 2 months and no response, I wrote several letters to Exchange-A-Game and finally got a response. I followed their instructions and wrote back to them with several alternate selections they could send to me.

It has now been over 6

months and I have never received my order, a refund, or a response to several letters I've written to this company. I have also tried calling their phone number which only connects you to an answering machine. They have never acknowledged any messages I left on the machine.

I have asked Exchange-A-Game to fulfill my order, plus refund the trading fee as stated in their ad. If they cannot do this, I would like my original cartridge and \$10 fee returned or a full refund of \$65.

Can you help me with the resolution of this problem?

### LETTER TO EGM:

Do you guys ever check out the companies you allow to advertise in your magazine?

I've tried several of the game trading companies advertised in your mag and I've been screwed by most of them.

"...I'm tired of being ripped off by these game trading companies advertised in EGM and all the other mags..." - Michael Casey

Enclosed is a copy of a letter I just sent to the Better Business Bureau regarding an order I placed with Exchange-A-Game.

It was a similar nightmare when I tried to do business with Game Dude. The first time I ordered from Game Dude, they changed all their quoted prices and kept charging me more, more, more...And then sent the wrong games. The second and last time, I ordered about 10 games, but several weeks later, they returned my order stating they were out of stock. All ten? Come on, now. The only bright spot was that when they refunded my money, the overpaid me by \$80! Their stupidity was my gain.

I also ordered from Spike's Recycled Games and it took months to receive only one of the three games I ordered.

So what's the deal? Are there any honest game companies out there? Maybe these guys should stick to playing games instead of selling them. Can't EGM use its substantial power in the industry to pressure its advertisers into being honest? These bogus game companies advertised in your mag make your mag look bad! I subscribed to EGM because I thought it was the only mag that had some integrity.



# Fandom Vortex

Fanzine reviews and news for fandom fans

## The Laser #1

Edited Michael Pollano

2 Rock Ridge Dr.

Norwalk, CT 06854

This fanzine covers many different systems, but seems to stick mainly to the old Atari systems. Michael really knows what he's doing, as he writes very well. He also has some neat ideas in his fanzine, and since he has good knowledge of classic and new games, he has compared a few new games to some old games on the 2600, which is a really neat idea. I would like to see more of these. It has a...um... interesting comic, and a neat article talking about the old EG and the new EG. This is a good reading, so I'll be sure to send a letter to Michael requesting an issue because I'd like to see this one keep going. Maybe he'll even get a co-writer that can type it up for him...hehehe....

-review by Tim Johnson

## The G.U.R.U. #1, \$2

Edited by Brian Goss

6565 Spencer Hwy. #3003

Pasadena, TH 77585

This new fanzine is one of the best ones to come around in a long time, and it also gets the BEST FANZINE OF THE MONTH award. This 'zine has reviews of those games you only see glimpses of in EGM because they're Japanese. Reviews of these games along with the latest from the U.S. combine in a mix that shows that this editor knows his stuff. From speaking to him, I know that he's been close to the industry for some years now, having sent issues of a previous newsletter on videogames to Nintendo during the Fun Club years, and having tips printed in the earlier EGMs, and has also been reviewed in a 1987 issue of Boy's Life. The GURU is his latest effort, and it is well-written, well-humored, and worthy of any other praise that you could possibly think of. GET AN ISSUE NOW! -reviewed by Chris Johnston

## Video Universe #5, \$1.50

Edited by George Wilson and Chad Laubach

7648 Woodbine Rd.

Macungie, PA 18862

Video Universe continues to amaze me with every new issue. This issue is packed with reviews of many games, from Neo Geo to Sega CD, and includes a few opinion articles as well. George has a spoof on Gaming in the year 2000, Top 10s, and there's Chad Laubach's art scattered throughout the issue. But, the amazing thing about VU is that they use pictures clipped from other magazines, like EGM and GamePro, and work them into their own layout, in an appealing cut & paste format. A scanner and a high powered computer would work better for this kind of format, but VU gets away with it and it looks very good in the pages when copied. This 'zine's printed on 11x17 paper, and I have to admit, this magazine-style format is good for VU. Stapling directly down the middle would help it a bit though, making it easier to open to a page while you're entering in Game Genie codes for SF2. Also, all faneds should TEST submitted Game Genie codes before printing them. A few in VU don't work as they're described.

-reviewed by Chris Johnston

## TSOGTC

Edited by Darren Krolawski

38150 Mt. Kisco

Starling Heights, MI 48310

This illustrious COLOR COVERED fanzine shows its true colors with this new issue. One thing about color copying for our readers, it's DARN expensive. Seeing color may be what you want, but we just can't afford it. EGM has ads, we don't (yet), so they can afford it. Darren says he got the color copying free, and only paid for the B&W that comprises the rest of the 'zine, and if anyone gets that kind of offer, they should TAKE IT. This 'zine has many an article and review by such other illustrious 'zinesters like Sean Pettibone and MindStorm devotee Erik Schimek. A really good fanzine that deserves to be on any fanzine editors shelf. I recommend it. -reviewed by Chris Johnston Got a fanzine? Send it in to anyone who is in the Head Staff box, or alternate. We review fanzines in this space each and every issue of Paradox. Thanks for reading!

## Inferno Code

Codes, tips, and worthy cheat:  
on your favorite vid-games

### STREET FIGHTER 2 GAME GENIE CODES:

#### SPEED UP CODES:

1C65-DF00 - Players move faster

D965-DF00 - Special moves are fast

#### WEIRD CODES:

F484-D46D - Weirdo Backgrounds!

EF64-D46D - Box Fighters!

AE65-67AC - Strobe game

4DA9-67AC - doesn't allow CE code

#### OTHERS:

3EA5-DF60 - Moon shoryukens (turn effect off to get down again).

DDA5-DF60 - Mini-shoryukens

AE61-DF00 - You move fast, but your opponent moves really slow.

AE61-AD00 - never hit backwards by blocking.

7FB4-AD00 - opponents sent sky high when they hit the ground.

BEB6-AD00 - opponents hung out to dry when defeated

DD62-67AC - Moon jumps (turn power off to get down)

#### BOSS CODE???

4065-67AC - Bosses appear on character select screen (you cannot play them).

#### KID ICARUS PASSWORDS:

DANGER !!!!!

TERROR HORROR - for the last level

8UUUUU UUUUU

UUUUUU UUUUUU - Last level + endless life and 640 Hearts!

#### DOUBLE DRAGON (SMS):

Fourth level continue:

When the fourth level of DD begins, don't move. Instead, jump up and down 50 times while chanting the lyrics to House of Pain (chanting optional). Breeze through this fantastic conversion of the NES game on the SMS.

#### BACK ISSUES:

#1, #3, #4, and #5 are now available for \$1.50 (no postage needed)

#2 and #6 available for \$2 and will not be reprinted ever again! While they're here!

#7/#8 is no longer available and will not be reprinted.

All back issues mailed in manilla envelopes. Checks: Paradox Publishing

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## **CLASSIFIEDS**

*Got something to sell? Right Here!*

Looking for a 'zine that covers ALL the systems? Tired of the same 'ol 'read it before 643 times" articles? Sick of hearing "my system's better than yours"? If so, send \$1.25 to Concordant Opposition, 187 N. State RR2 Apt. B-201, New Martinsville, WV 26155-1631. Checks payable to Jeff Bogumil.

For sale: VCR Plus. \$30 or trade for SNES cart. Bill Fasick, 13 Nicolet, Manchester, MO 63011.

Wanted: Old systems: APF MP1000 / Imagination Machine, Coleco Telstar Game Computer, AdventureVision, Entex Select-A-Game, Ohio Etch-A-Sketch Animator 2000, GEMINI, Palmtex PVS, Atari Cosmos; also, old Pong systems and other TV games, handhelds, cartridges for other old systems, magazines, newsletters, catalogs, whatnot. Russ Perry Jr., 5970 Scott St., Omro, WI 54963, (414) 685-6187.

Captain's got a new fanzine. Send any and all replies, comments, or correspondence to the address below. Captain also is interested in anyone who has videogame soundtracks. I have many, and I'm willing to copy soundtracks and trade for yours. Drop me a letter at Captain Enos, 551 E. Wabash Apt. #2, Frankfort, IN 46041.

For Sale: Desert Strike, Space Megaforce, \$30 each. Contra III, Smash TV \$25 each. Starfox, \$40. All include instructions, shipping and box (except for Contra III). Bill Fasick, 13 Nicolet Ct., Manchester, MO 683011. (314) 391-5996.

For Sale: Jim Redd's send on an historical medieval lance. Will trade for 2600 or 7800 game of your choice. Contact Nawl Serious.

For Sale: RealSports Football, California Games for 2600 still in sealed boxes. Also available: photocopied instructions for some 2600 games. Will trade instructions for common games. Interested in trading Sega CD games? Contact Chris, Head Staff.

You can advertise here also. Now we're including classifieds for 2 months. Send yours in today! 90 word limit, please. We reserve the right to shorten or lengthen original ads. Private individuals only please. Advertising space is also available.

# **You will PAY!**

(Paradox Associated Yelling)

Yes, we know. Just when you were enjoying this issue, it ended. It's really too bad we have to go, but you'll be seeing us again in...a week and a half or so! Why? Well, we thought it would be fitting to put out an issue RIGHT before the SCES in Chicago, and we will. If you submitted an article or wrote a letter and it wasn't in this issue, it might be in the next one, so be patient.

Plus, we've got the inside stuff on the hot new products to be shown at the SCES. We've got it before EGM, GamePro, or any other fanzine. You won't believe it! It's going to be amazing! Right now, we're halfway through the June issue (the next issue you'll get), so as you can see, we're really quite busy. So write in, and we'll print your letters and such in our annual issue, which will cover the SCES like no other, and will be bigger than life itself (but no, it won't be laser printed).

If you want to receive this SUPER issue that comes out in less time than it takes THQ to make a sequel to Wayne's World, you're going to have to send us money or a fanzine in trade (yours). Now, we've adopted a new subscription program, and if you need to renew your subscription, your last issue's label will be highlighted in blue over the date. We're also now printing the issue month that will be your last issue. If you're wondering how we got away without doing an issue for 2 months, we didn't. We're bumping up your subscription if you are one of our valued subscribers (see, we don't take your money and run).

Well, other than that, there's not much to say here. Look for us at the 1993 SCES in Chicago wearing Paradox hats or T-Shirts (whichever), where we'll be passing out something to unlucky passersby. Stop and talk games with us if you'd like. We don't have our own booth though (we wish!).

What else can I say? Next issue may have something from Justin, if the post office does indeed have some integrity left. His stuff gets lost almost every time! How can this happen? The Annual issue (marking our 1 year anniversary) will have a lot of stuff, so get in on it and write something for us. Also, fill out the Reader's form and send it in to win Super Lemon and a few SCES trinkets! GREAT! Subscribe now for the low, low rate of \$6 for 6 issues, and \$11 for 12 issues. Checks made out to Paradox please. Have fun, and send in SF2 Game Genie codes!

THE HEAD STAFF



# **SEE THE SHOW OF SHOWS**

THE 1993 INTERNATIONAL SUMMER  
**CONSUMER  
ELECTRONICS  
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Page 11



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